# Hurry Potter

## and the Magic in snooker and pool

The most effective, simple, and magical device for understanding billiard geometry and potting balls.

Eladio Díaz Camblor

"Hurry Potter" & the Magic in snooker & pool © 2025 by Eladio Diaz Camblor is licensed under CC BY-NC-SA 4.0

# Hurry Potter

*A magical device for potting balls in snooker and pool.*

*Although I have wasted a great deal of time and money trying to improve my game, I am a terrible snooker player. I suppose my ranking, if I even had one, would be a number with seven or more digits.*

*Even so, I dare to write about snooker and – worse still – about pool, a game I have practically never played.*

*Given this warning, the reader now has a wonderful opportunity to stop reading right here and forget about these pages. Doing so may spare you a pointless waste of time and money. Well, not money, since this work is published free of charge under a Creative Commons license that allows its distribution provided the author (that is, me) is credited, it is not used for commercial purposes, and it is shared under the same conditions.*

*If, on the other hand, the reader decides to continue, they may find something interesting. Notice I said something, not many things.*

*Thank you for continuing to read. I hope I won't disappoint you.*

*For any corrections, amendments, questions, suggestions, or material contributions (in euros, please), feel free to write to:*

***hurrypottersnooker@gmail.com***

*This work was created using only free software, specifically the applications OpenDraw and OpenWriter from the OpenOffice suite.The photographs were taken on the snooker table at the café "Snooker" in Gijón, Asturias.*

*This English version was translated from the original Spanish with the help of ChatGPT.*

*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

# Let’s start at the beginning

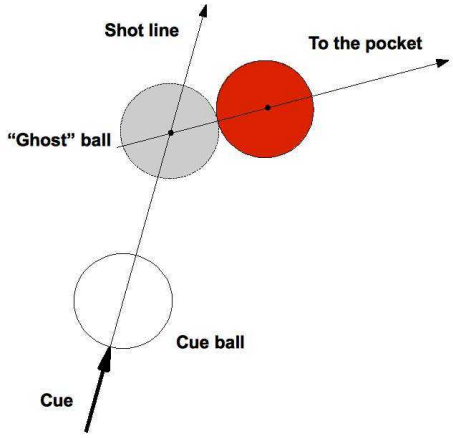
**“Pocket billiard games are extremely simple.”**

*No, please, don’t leave yet! I can explain! Let’s try this instead:*

***“The geometry involved in propelling one ball (the striker) toward another ball (the target) in order to pocket it is extremely simple, especially if we only consider this action and ignore where the cue ball will end up.”***

In essence, if we have a target ball and a pocket we want to send it into, all we need to do is place the striker ball (from now on, the “cue ball”) in such a position that its center lies exactly on the line formed by the pocket and the center of the target ball.

*The geometry involved is very, very simple. Potting balls is relatively easy. Playing well is devilishly hard. Anyone who has tried knows this.*



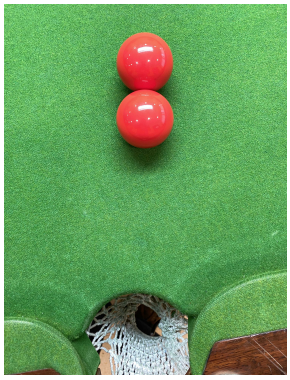

This system, one of the best-known aiming methods in snooker and pool, uses the concept of the “ghost” ball. Essentially, the player imagines and mentally visualizes a virtual ball whose geometric center lies in a straight line with the center of the target ball and the pocket into which it is to be potted.

If the player manages to send the cue ball with enough energy exactly to the position of this ghost ball, the target ball will be potted without fail.

The relationship between the ghost ball and the target ball is the same as in the shot known in snooker as a *plant*, where the centers of two red balls that are touching each other form a line aimed exactly at the pocket. We all know that if both balls meet these conditions, it is impossible to miss, provided the cue ball approaches from an appropriate angle.

*Let’s be honest. Even though it is always impressive and spectacular, there is no easier shot in snooker.*

*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*



*Plant position. If the cue ball hits the upper red ball at the right angle, you simply can't miss. If the balls are not touching, things change.*

The difficulty with this method is that, unlike in the *plant*, the "ghost ball" has no physical existence. It is nothing more than a geometric location, an idea, an abstraction.

*Wouldn't it be nice to make the position of that ghostly ball visible?*

# Enter the magic: the Hurry Potter

Well, what I propose in these few pages is precisely an aid to solve this problem. We are going to try to make that ghost ball visible, give it substance, give it a physical presence. To do so, we will use a simple physical and tangible device.
Unfortunately, we will not be able to use it in competition. Not even in friendly matches.

*Unless we find an extremely accommodating opponent… who doesn't mind losing.*

However, I sincerely believe it will be a great help in better understanding billiard geometry and in getting used to visualizing shots during practice.

The device we are going to use could not be simpler. It is just a piece of paper or a transparent plastic sheet (for example, the "acetates" used for overhead projectors). On this surface we will photocopy, print, or draw a very simple figure, which appears on the final pages of this work.

*To name this device, I allowed myself a little wordplay in English. Since what it does seems like magic, and with apologies to J.K. Rowling, I have called it* ***"Hurry Potter"*** *(something like "fast potter"). In Spanish, embocar means to pocket a ball. In English, that is to pot.*

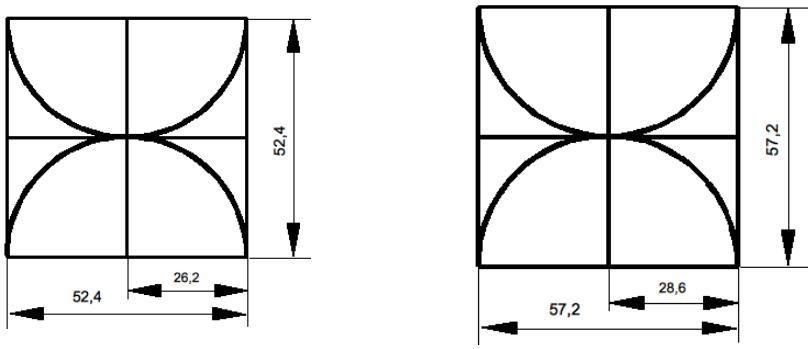
*I hope Ms. Joanne won't be offended by the joke. Of course, if she didn't like it, I would immediately change the name of my gadget.*

In fact, there would be no problem at all if, instead of using acetate, we printed or drew our "Hurry Potter" on a plain sheet of white paper. It may not look as nice as acetate, but it is just as effective.

*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

It is important to note that snooker and pool balls have different sizes: 52.4 mm for snooker balls, 57.2 mm for pool balls. Therefore, for each game we must use a Hurry Potter of the corresponding size.

The curved lines are not strictly necessary for the functioning of the Hurry Potter. They are mainly aesthetic and somehow reinforce the “presence” of the ghost ball.
In the final pages, both devices are represented at actual size, as well as a schematic model with a minimum of lines.




*The drawings on this page are not to scale*

# How to use it

Once the figure of our Hurry Potter has been printed, whether on acetate or paper, we only need to cut it out and fold it at a right angle along the central line. In this way we obtain the simplest, most effective, cheapest, and most magical device to help pot balls.

*Hurry Potter at its magical best*

There are several ways to ask the Hurry Potter to work its magic.

## First method: the visible ghost

We place the long side of our Hurry Potter pointing toward the pocket, passing through the center of the target ball. To pot the ball, we aim the cue through the center of the cue ball toward the vertical line that marks the center of the ghost ball.

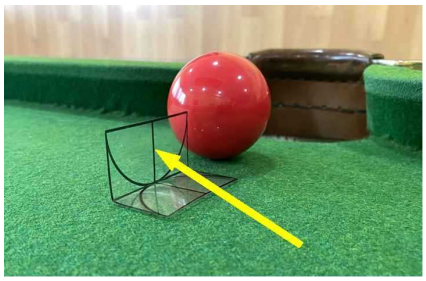
But, as with all magic, a spell is required:

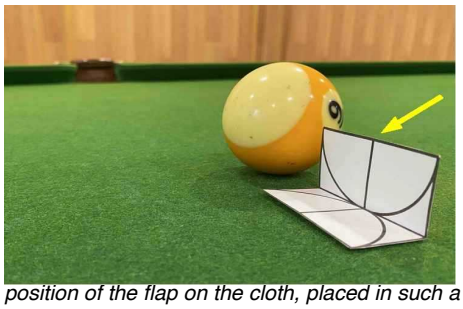
*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

## “SPHAERAM INSERUI”

*“I insert the sphere”*

When we strike the cue ball properly, it will hit in exactly the right spot and send the target ball into the pocket, obediently following the spell.

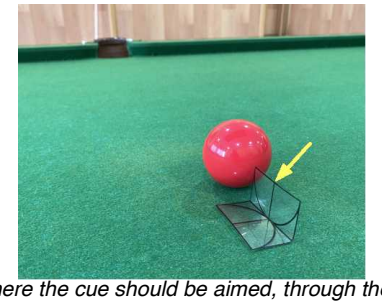




*The yellow arrow indicates where we should aim the cue. Notice the position of the flap on the cloth, placed in such a way that it allows the cue ball to pass through.*

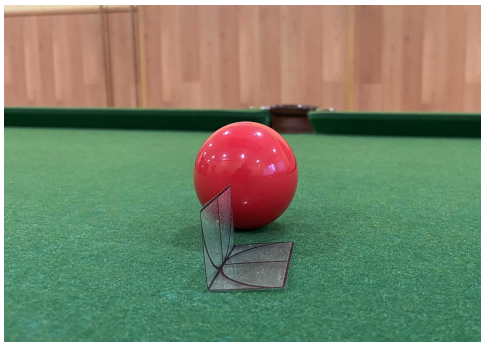
*If this isn’t magic, I don’t know what is. But beware: magic will not work if we don’t pronounce the spell correctly. And I’d rather not imagine what might happen if we get the Latin wrong.*

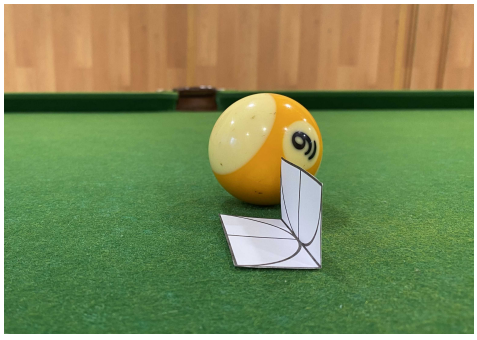
When placing the Hurry Potter, we must pay attention to the position of the small flap resting on the table, making sure it allows the cue ball to pass freely. It’s a bit like in athletics, where hurdles are set up so they can be knocked over without slowing the runners down.



*The arrow indicates where the cue should be aimed, through the center of the cue ball.*

This method works best for open angles. In closed angles, the cue ball may collide with the device, producing results as unpredictable as a badly cast spell.





*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

*These positions are not suitable for using the "Hurry Potter," as the cue ball would strike the edge, producing unpredictable results.*

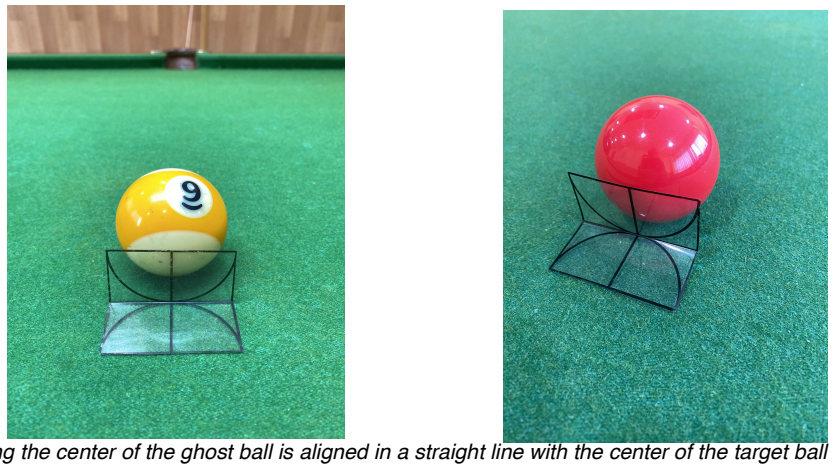
## Second method: the invisible point

We point the central line of the Hurry Potter toward the pocket, passing through the center of the target ball.

This system is more flexible, since it never interferes with the cue ball, regardless of the angle.

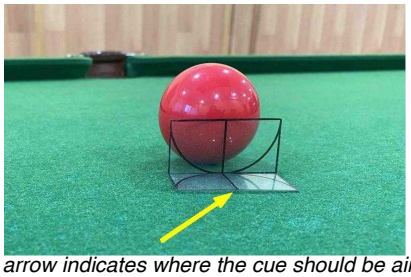
The spell is now:

| **"Pilam inforo"** |
| --- |
| *"I pocket the ball"* |



*The line marking the center of the ghost ball is aligned in a straight line with the center of the target ball and the pocket.*

The downside is that now we only see a point on the table: the projection of the ghost ball's center. It works, but it's less visually satisfying. Nobody's perfect.

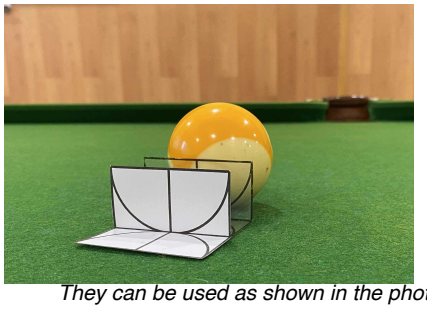
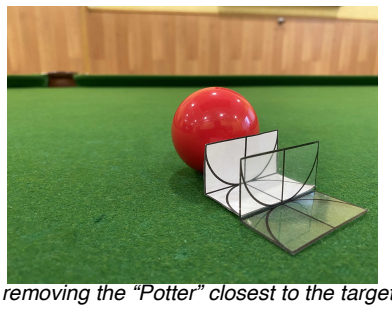


*The arrow indicates where the cue should be aimed*

## Third method: double magic

We use two Hurry Potters. One touches the target ball, the other is placed half a ball's distance away.

*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

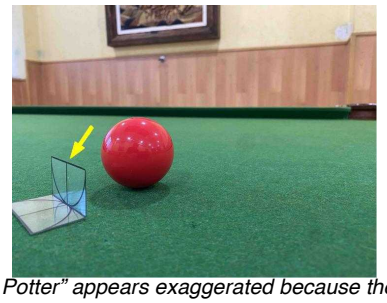
*They can be used as shown in the photo, or by removing the “Potter” closest to the target ball.*

Then we remove the closer one. The remaining Hurry Potter shows a clear line to aim at, with no obstructions and maximum magical efficiency.

The spell this time is:

“

| **“Duo unum superat”** |
| --- |
| *“Two are better than one”* |

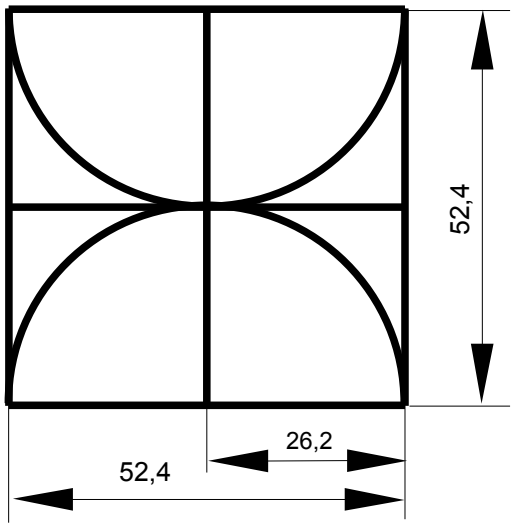


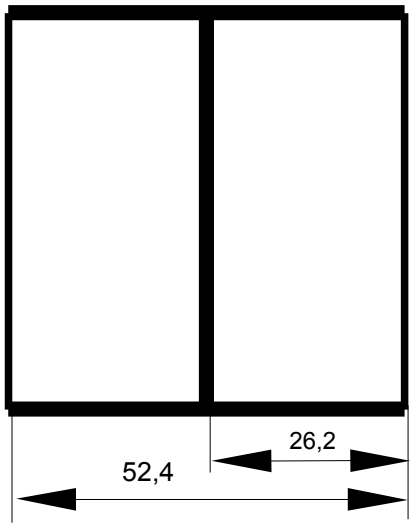
*The distance between the ball and the “Hurry Potter” appears exaggerated because the photo was taken with a wide-angle lens. In reality, the distance is half a ball. The arrow indicates the line toward which the cue must be aimed through the center of the cue ball.*

# Farewell

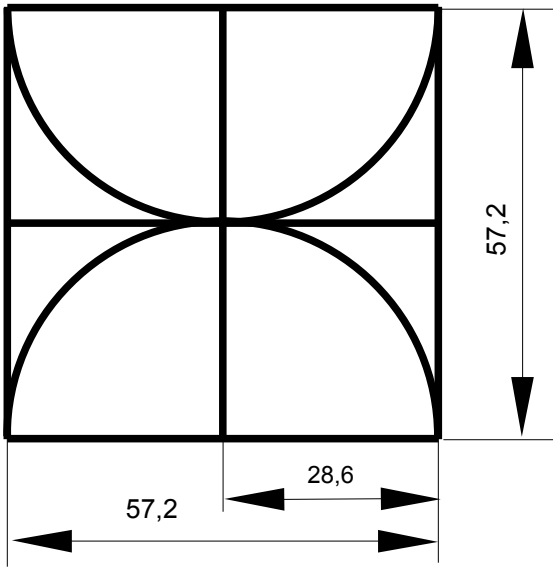
Thank you, kind reader, for having made it this far. I hope you have found something of interest and, if you have also had a little laugh, I will be happy.

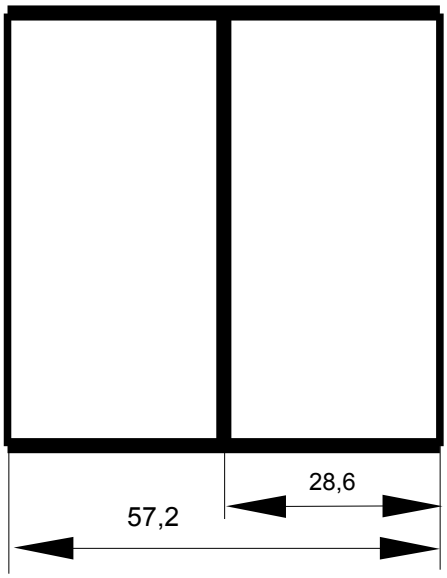
*Hurry Potter and the Magic in Snooker and Pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*




Schematic snooker

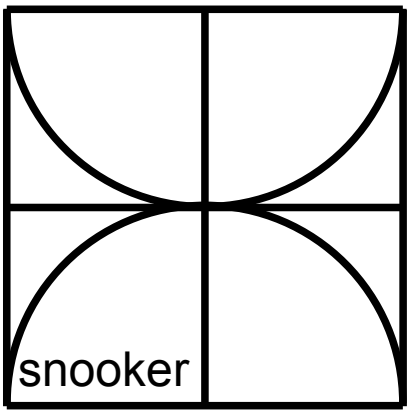


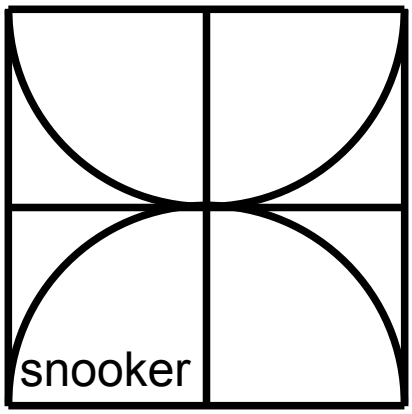



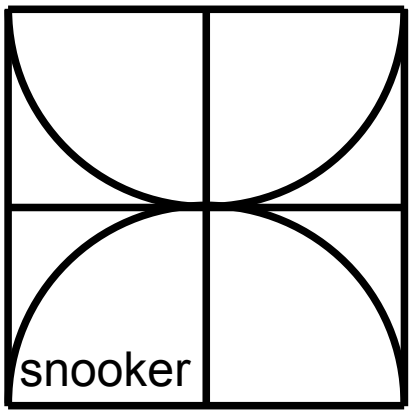

Schematic pool

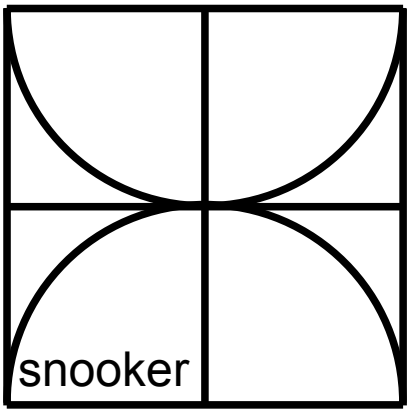
# Hurry Potter templates

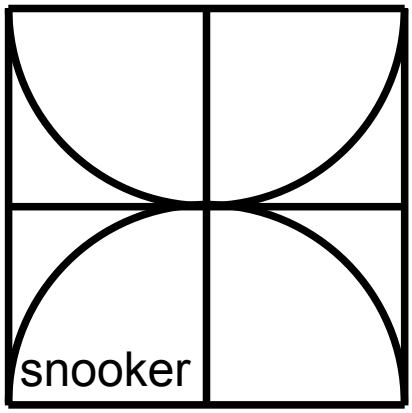
*"Hurry Potter" & the Magic in snooker & pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

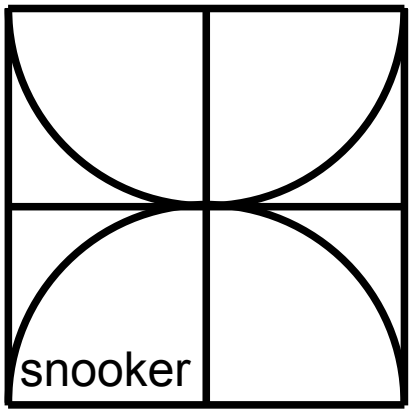


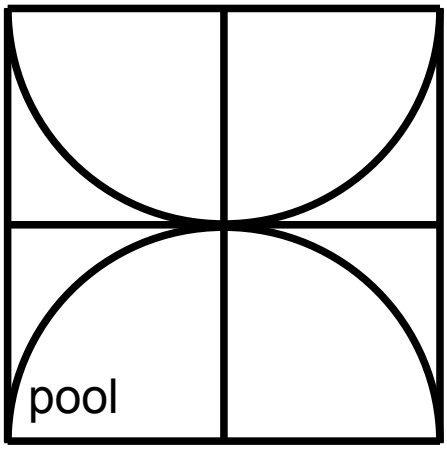



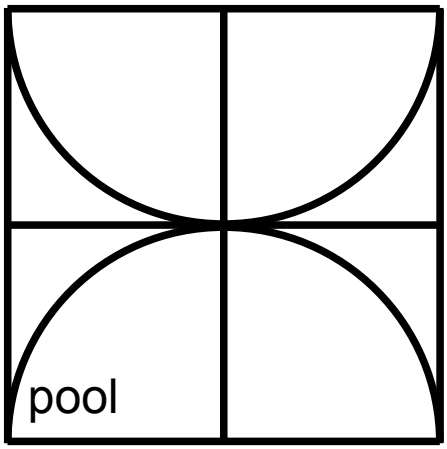



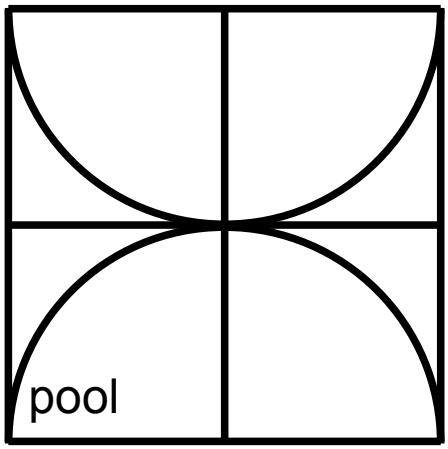



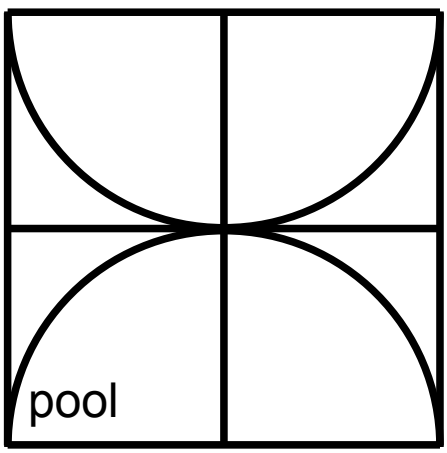



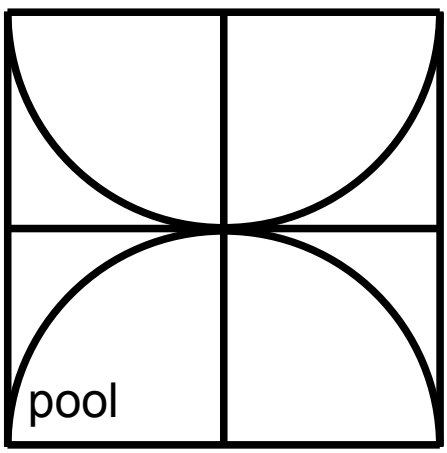




*"Hurry Potter" & the Magic in snooker & pool © 2025 by Eladio Díaz Camblor is licensed under CC BY-NC-SA 4.0*

By scanning this QR code

Or at the address:

**https://archive.org/details/@ctrlaltsupr**

You can find this and other small works by the same author.

And all for the same price, folks!!

*Hurry Potter and the Magic in Snooker and Pool* © 2025 by *Eladio Díaz Camblor* is licensed under *CC BY-NC-SA 4.0*